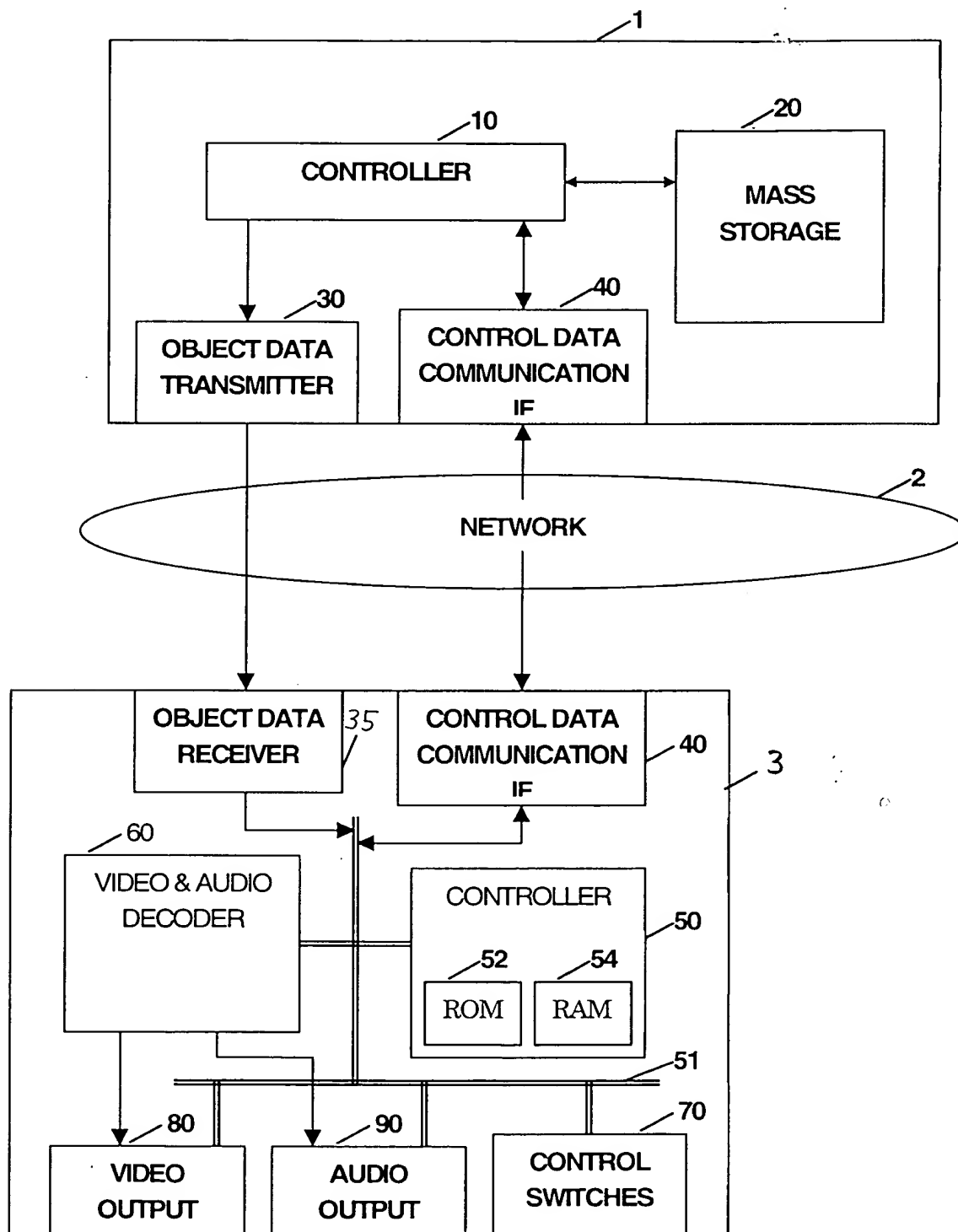


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FIG. 1



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FIG. 2

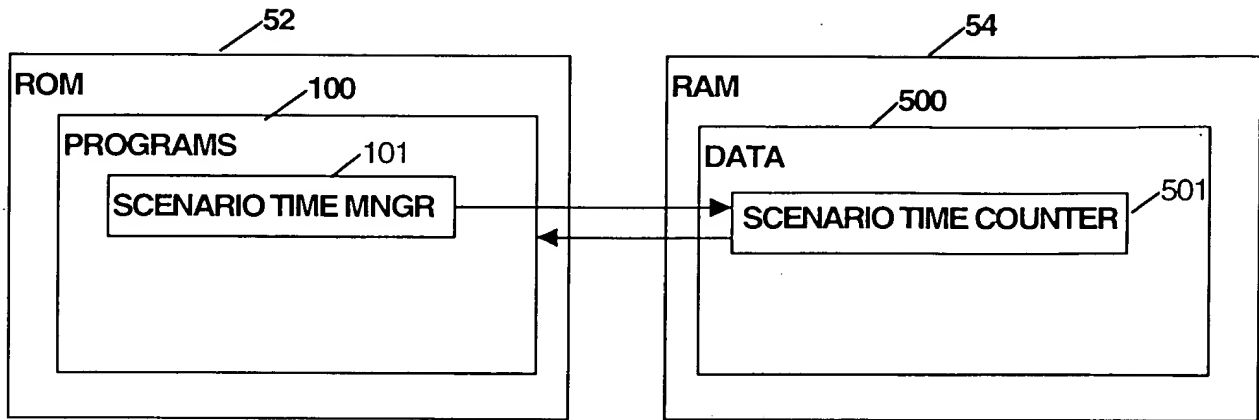


FIG. 3

CONTROL SWITCHES

70

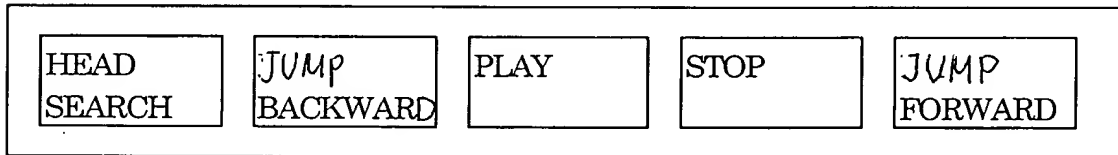


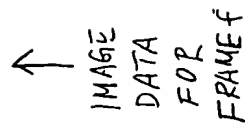
FIG. 4

OPERATED SWITCHES (or ISSUED COMMAND)	THE VALUE (Ct) OF SCENARIO TIME COUNTER
PLAY	Ct + 1 FOR EVERY FRAME PERIOD T DURING EXECUTION
JUMP FORWARD (JF)	Ct + Cj AFTER THE COMMAND EXECUTION
JUMP BACKWARD (JB)	Ct - Cj AFTER THE COMMAND EXECUTION
HEAD SEARCH (HS)	0 AFTER THE COMMAND EXECUTION
STOP	Ct AFTER THE COMMAND EXECUTION

(Cj IS A PREDETERMINED LEAP (OR JUMP) DISTANCE FOR FORWARD AND BACKWARD OPERATIONS)

[illegible]

QUALITY  
SUPPLEMENT  
DATA



# FIG. 6

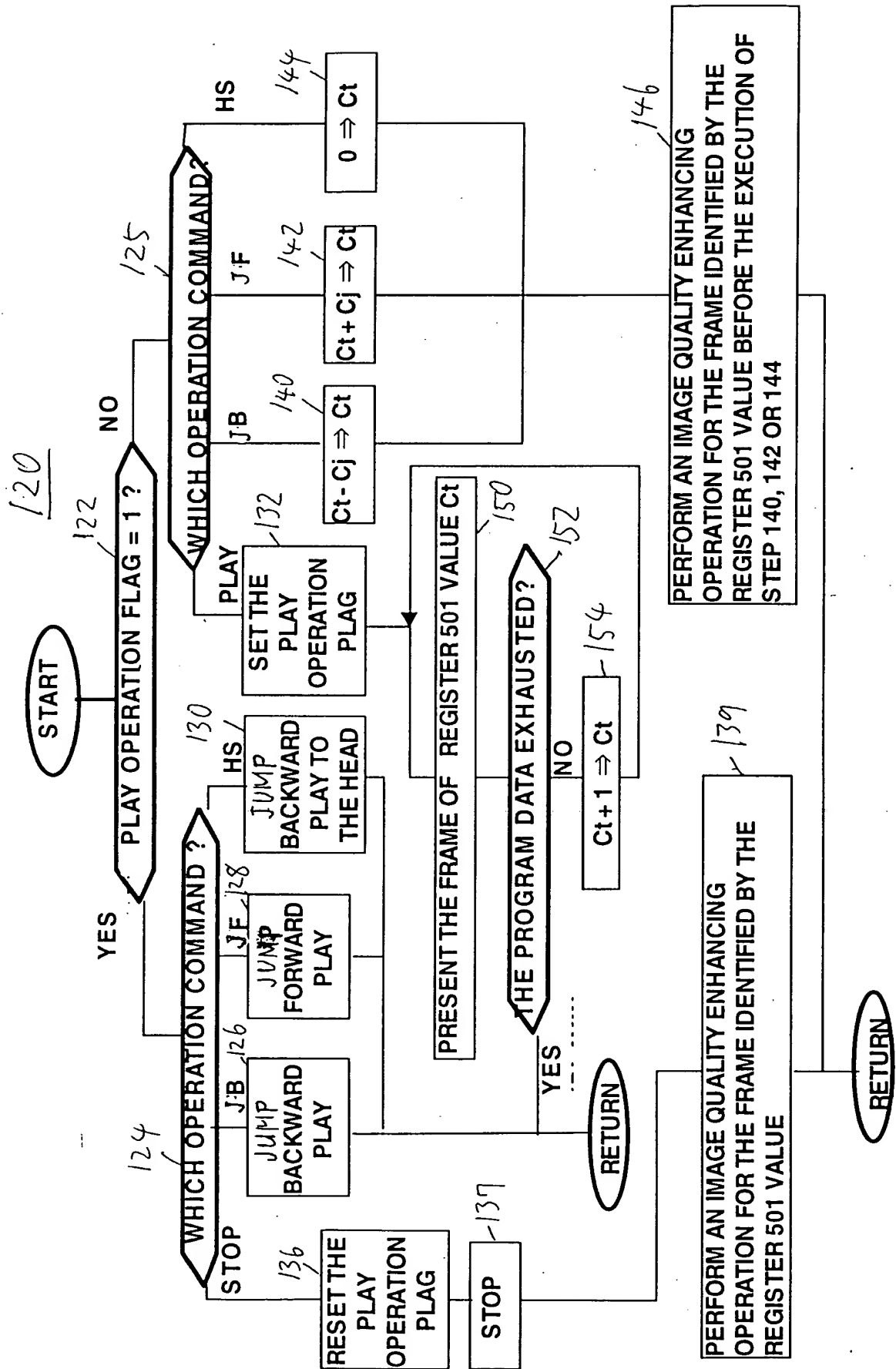


FIG. 7

20a

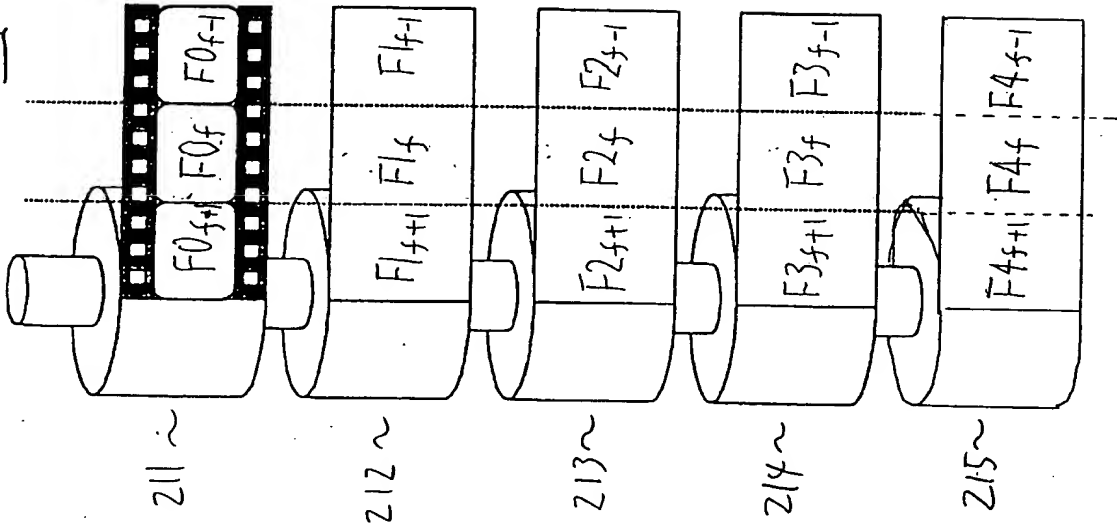


FIG. 8

20b

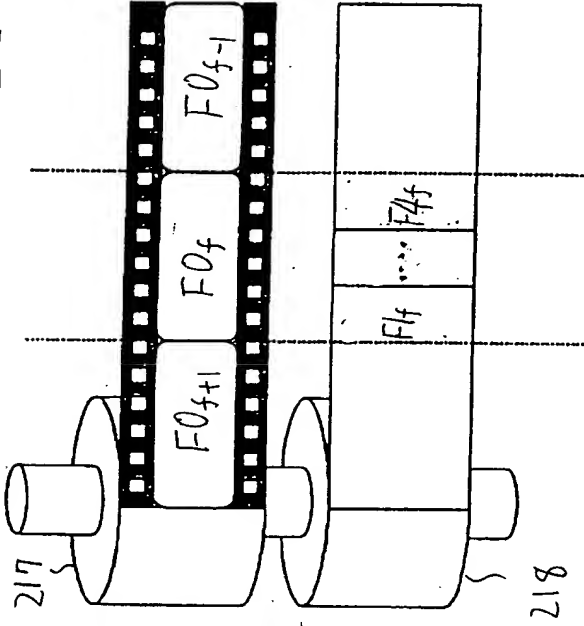


FIG. 9 <sup>6/15</sup>

20C

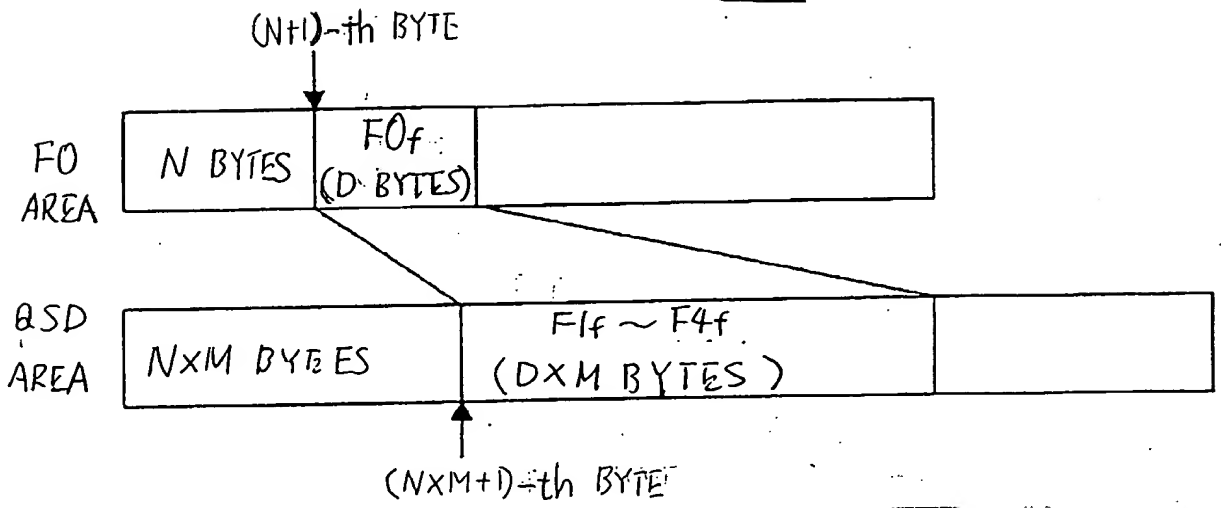


FIG. 11

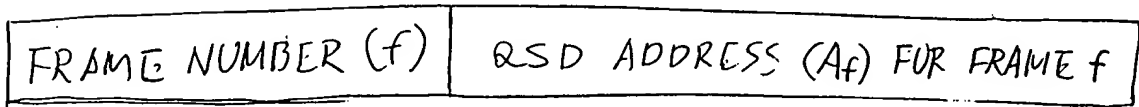


FIG. 10

20D

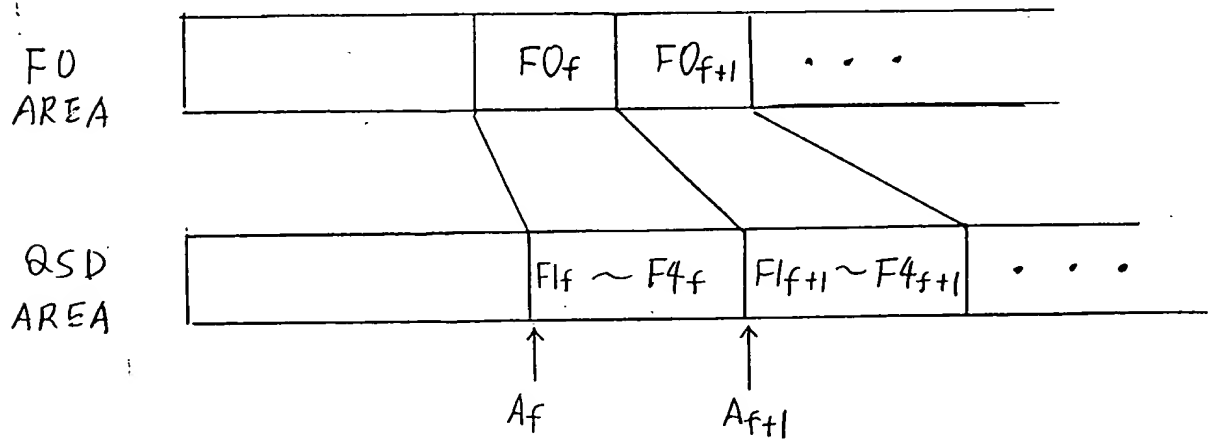


FIG. 12

SKIP IN NORMAL PLAY OPERATION

20e

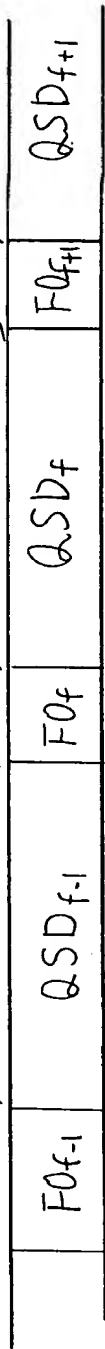


IMAGE QUALITY ENHANCING

- OPERATION FOR f-th FRAME

FIG. 13

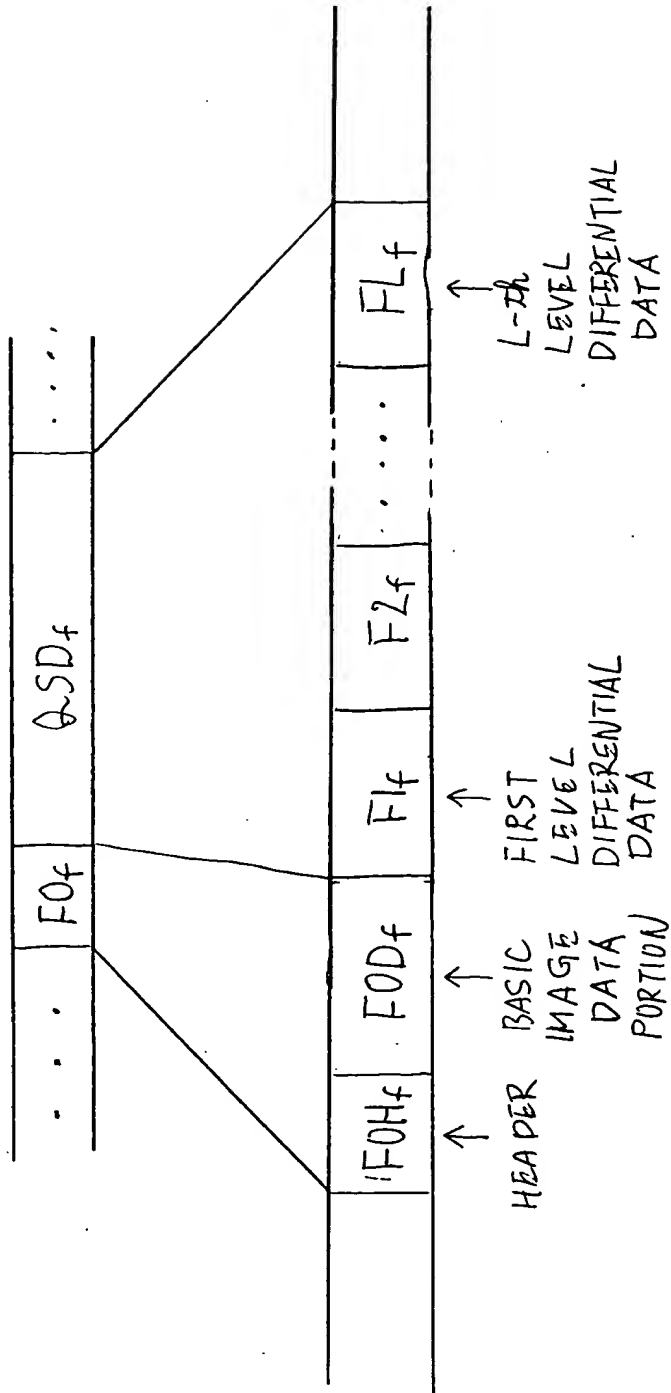
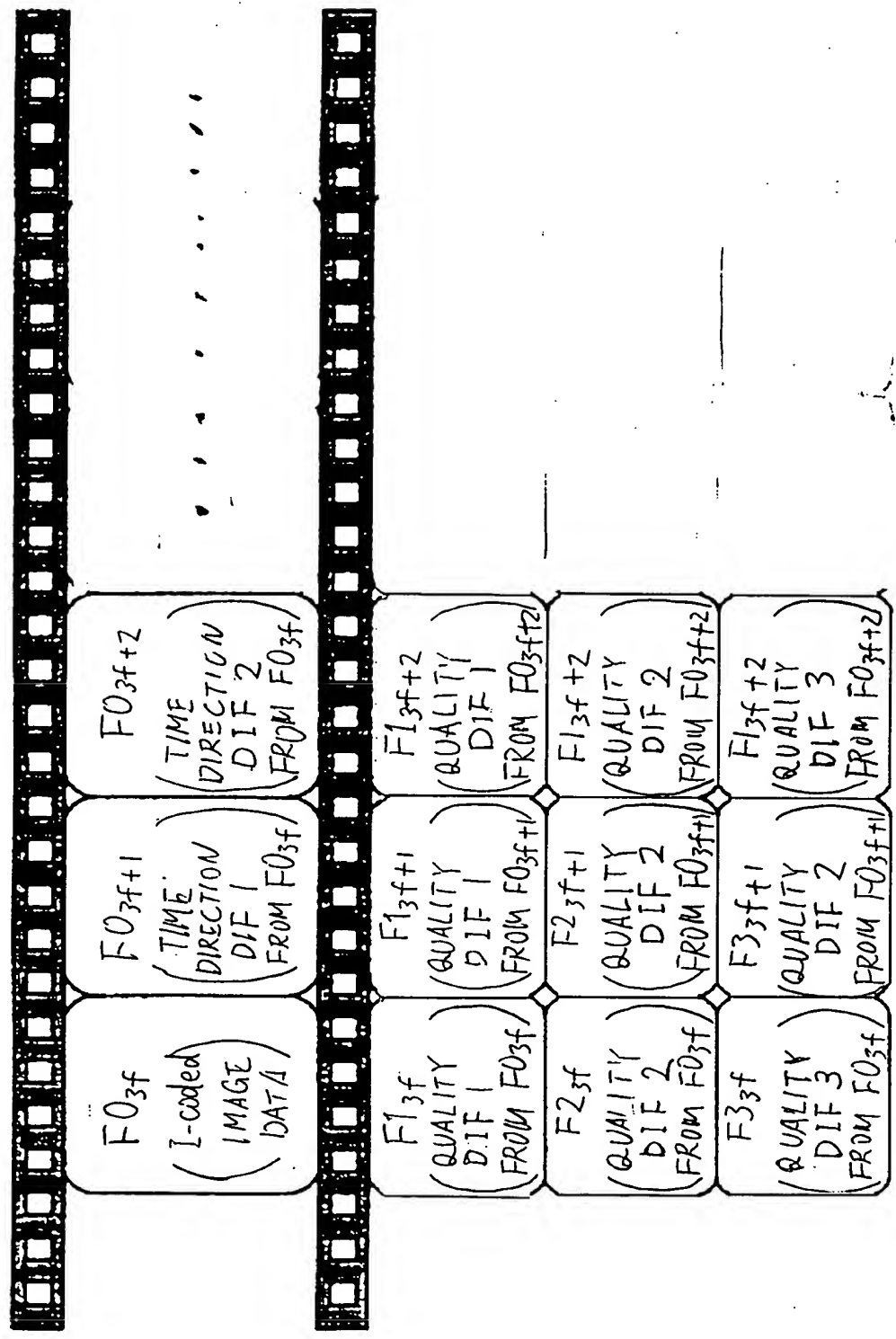


FIG. 14



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FIG. 15

600

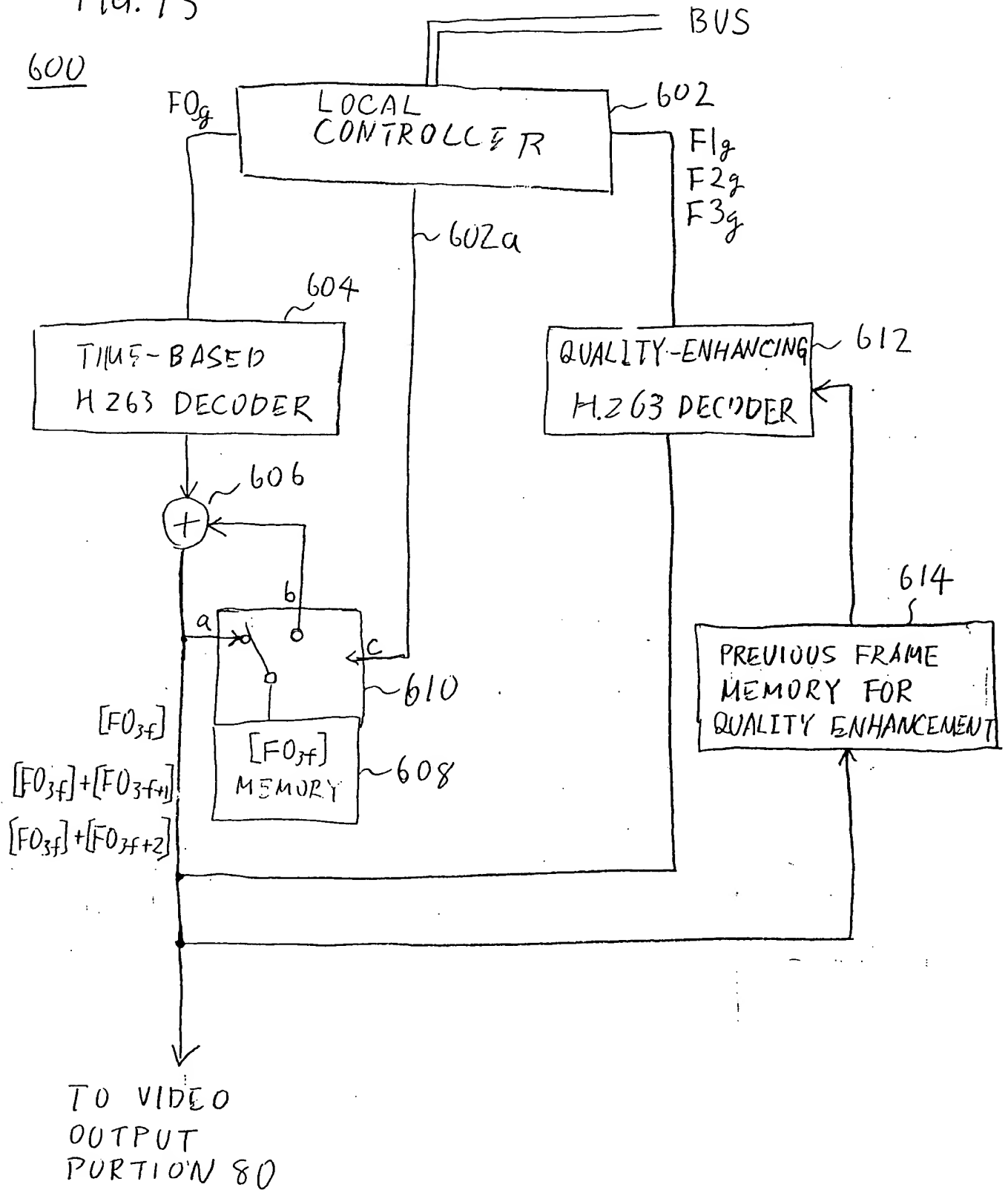


FIG. 16

SCENARIO DATA TABLE

OBJECT ID	KIND OF OBJECT	DISPLAY POSITION	DISPLAY SIZE	PRESENTATION START TIME (Ct VALUE = SCt)	PRESENTATION END TIME (Ct VALUE)
001	STILL	X=0, Y=0	800x600	0:00 (0)	3:25 (369000)
002	VIDEO	X=100, Y=100	400x300	0:00 (0)	3:25 (369000)
003	TEXT	X=20, Y=20	400x50	0:00 (0)	1:00 (108000)
004	TEXT	X=200, Y=500	500x50	1:00 (108000)	3:00 (324000)
005	STILL	X=600, Y=150	150x200	1:00 (108000)	2:00 (216000)
006	STILL	X=600, Y=450	100x100	2:30 (270000)	3:15 (351000)

FIG. 17

ACTIVE OBJECT TABLE

Ct VALUE	ACTIVE OBJECTS
0	001, 002, 003
108000	001, 002, 004, 005
216000	001, 002, 004
270000	001, 002, 004, 006
324000	001, 002, 006
351000	001, 002
369000	

FIG. 18

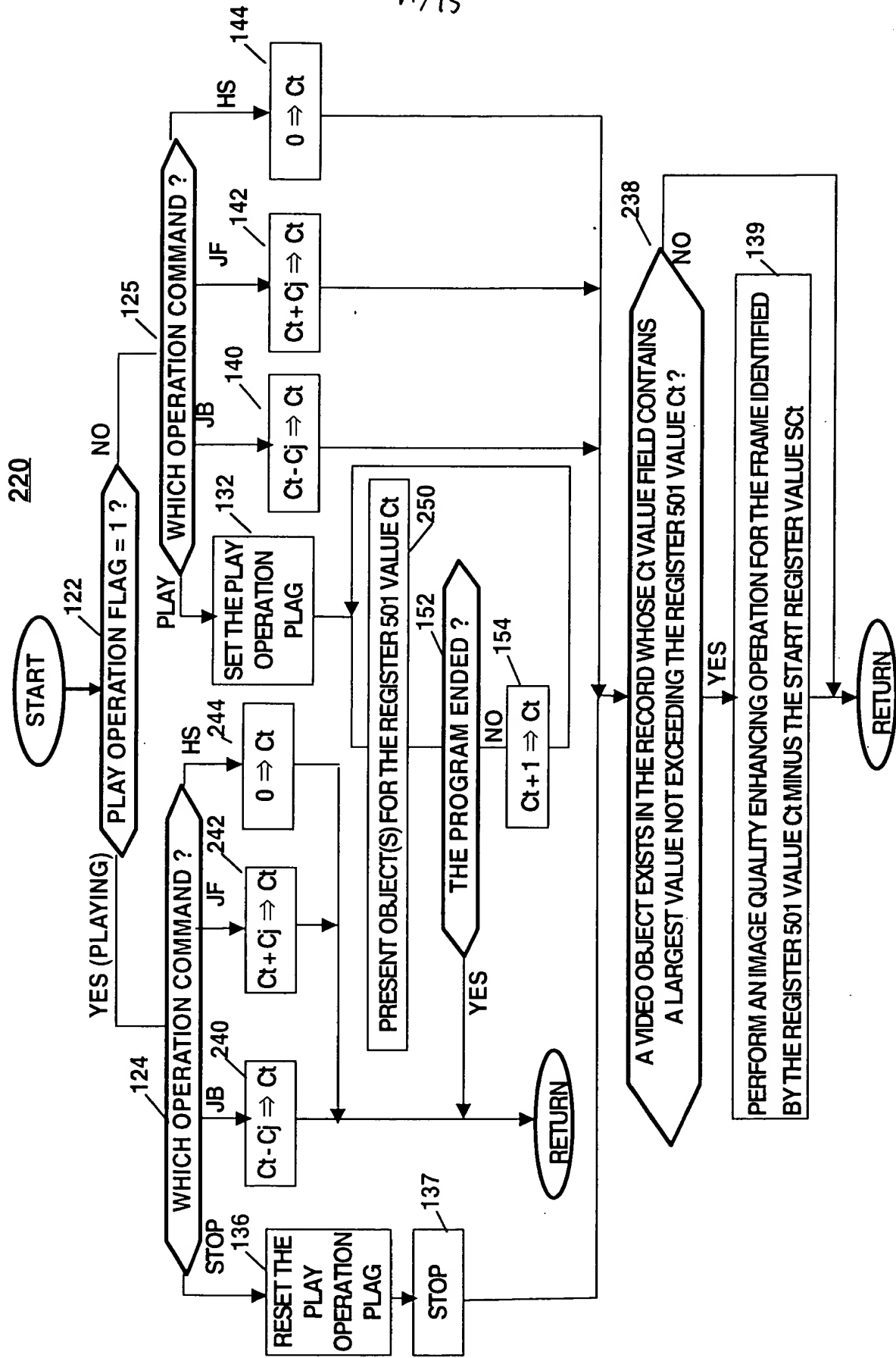


FIG. 19

OBJECT DATA  
TO BE TRANSMITTED

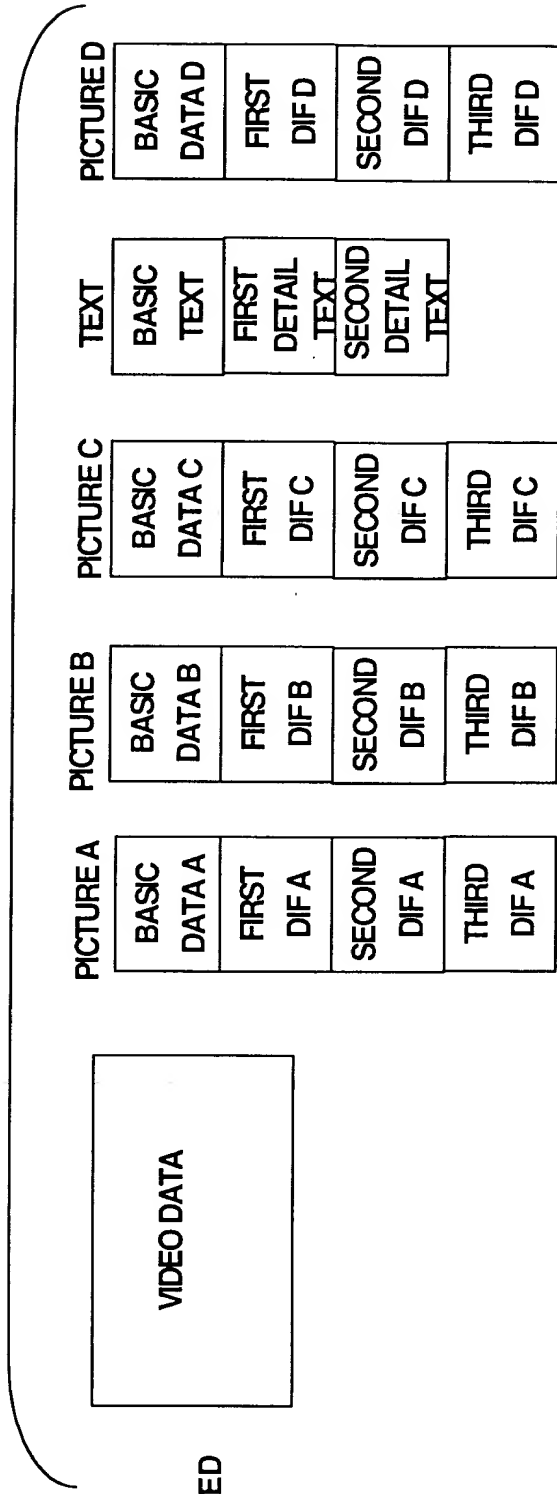
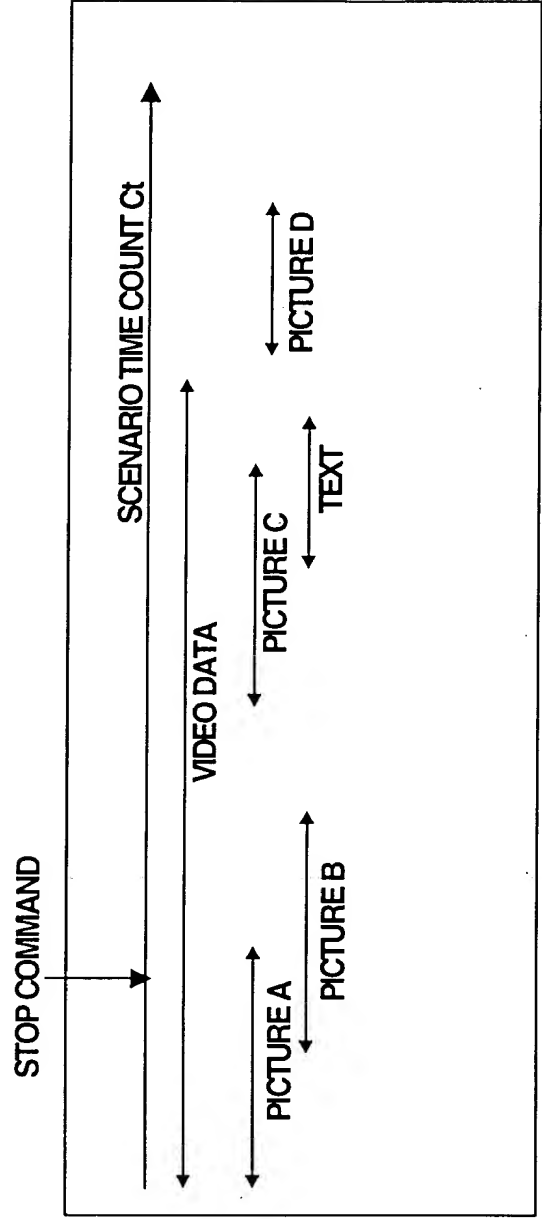


FIG. 20

SCENARIO



# FIG. 21

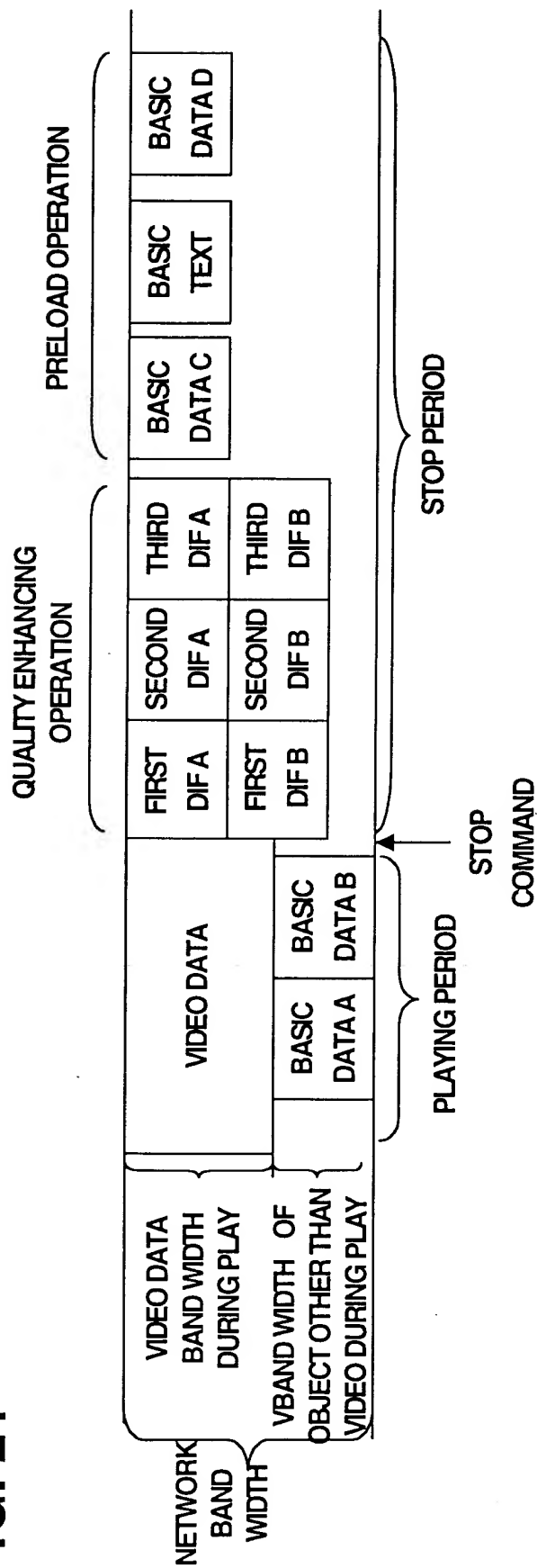


FIG. 22

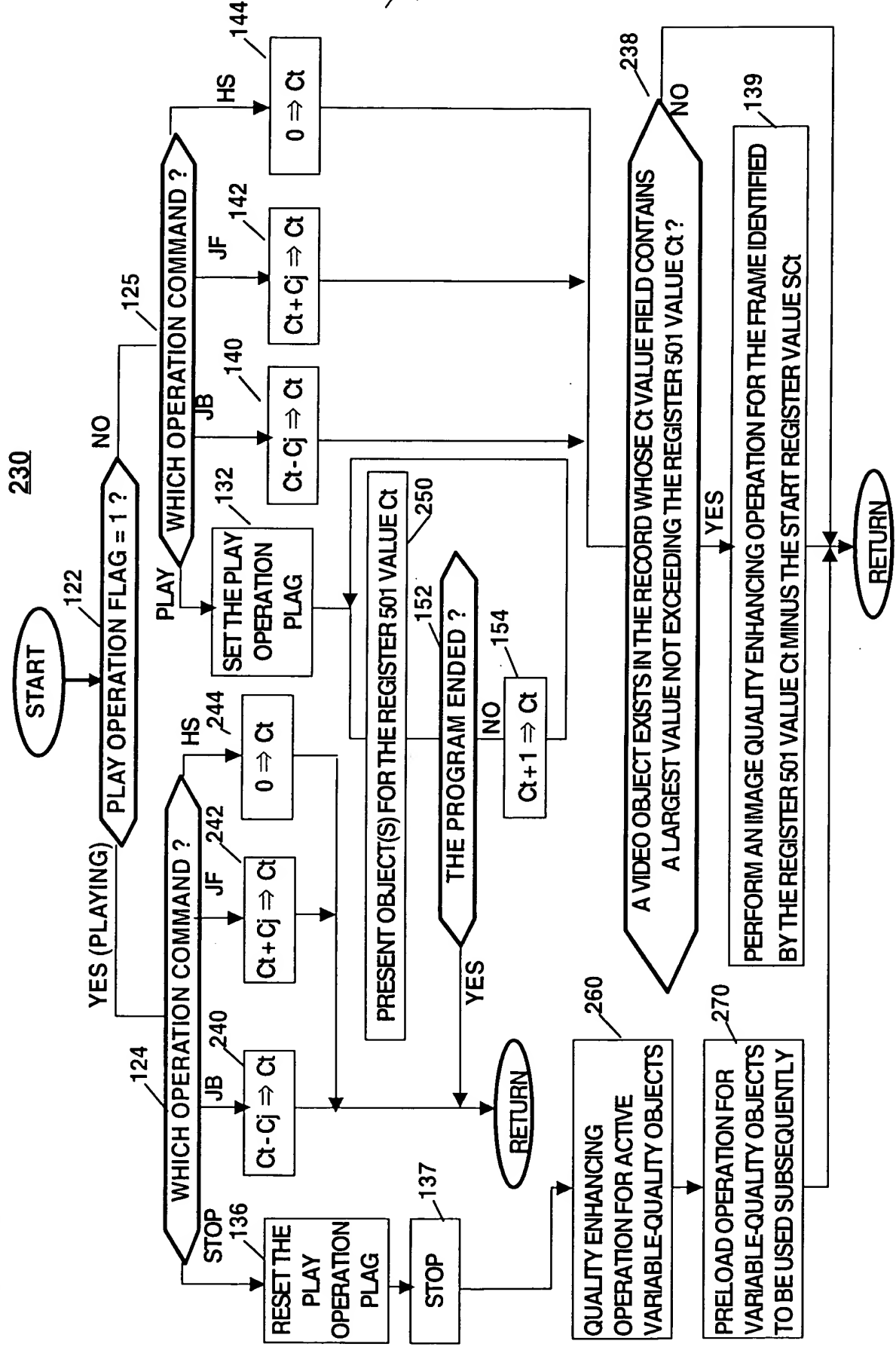


FIG. 23

OBJECT ID
KIND OF ONJECT
DISPLAY POSITION
DISPLAY SIZE
PRESENTATION START TIME
PRESENTATION END TIME
LOADING PRIORITY CODE (or VARIABLE-QUALITY FLAG)

265

FIG. 24

OBJECT ID	LOAD FLAG
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